

# Outline

- ▶ Kulkarni, P., Ganesan, D., Shenoy, P., and Lu, Q. SensEye: a multi-tier camera sensor network. In Proceedings of the 13th Annual ACM international Conference on Multimedia (Hilton, Singapore, November 06 - 11, 2005)
  - Video sensing for environment monitoring: monitor wild-life habitats, rare species and phenology
  - Ad-hoc surveillance
  - Environment monitoring to track exotic animals
  - Search and rescue missions
  - Baby monitor (for toddlers)

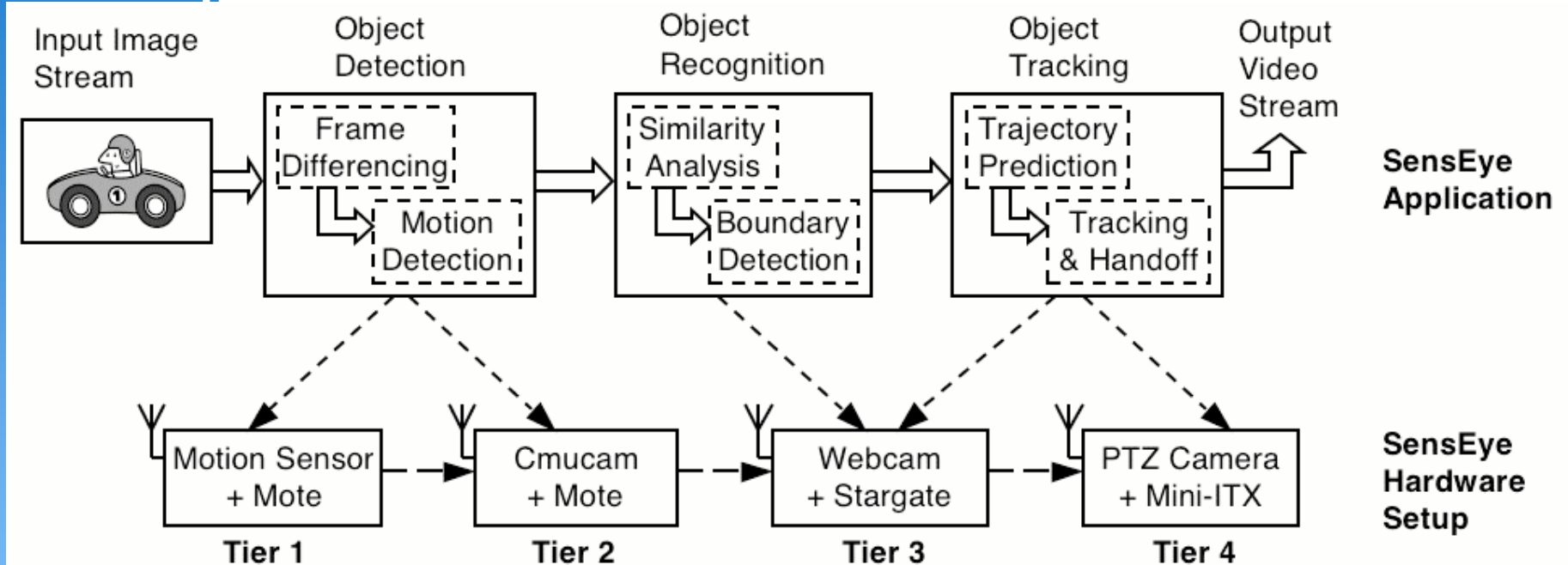


# System setup

- ▶ Use video sensors to track suspects
- ▶ Steps:
  - Detect objects: know that an object is there
  - Recognize objects: See if it interesting
  - Track objects: Track its motion
- ▶ Approach 1: Single tier
  - One sensor that can perform all the tasks
- ▶ Approach 2: Multi-tier
  - Three tiers in this paper where each tier has increasing amounts of resources. Judiciously mix these tiers to achieve overall benefits
- ▶ Constraints:
  - Cost (reliability and coverage) and energy consumption



# Architecture



# Design principles:

- ▶ Map each task to the least powerful tier with sufficient resources (and conserve energy)
- ▶ Exploit wakeup-on-demand higher tiers: (to conserve energy)
- ▶ Exploit redundancy in coverage: If two camera can see the same object, then use this fact to localize the object in order to wake up the smallest set of higher tier nodes
- ▶ Presumes good localization and calibration
  - Lower tiers need to know where the higher tiers can see. Otherwise you need to enable every sensor



# Tier 1

- ▶ Lowest capability: Can perform object detection by using differencing between two frames (reference?)
  - CMUcam + mote: 136 ms (132 for camera), 13.4 J for mote and 153.8 J for camera
  - Cyclops + mote: 892 ms, 29.5 J
- ▶ Integrated platforms could be even more energy efficient

Platform	Type	Resources
Mica Mote	Atmega128 (6MHz)	84mW, 4KB RAM, 512KB Flash
Yale XYZ	OKI ArmThumb (2-57 MHz)	7-160mW, 32K RAM, 2MB external
Stargate	XScale PXA255 (100MHz-400MHz)	170-400 mW, 32MB RAM, Flash and CF card slots

**Table 2: Different sensor platforms and their characteristics.**



# Tier 2

## ▶ Stargate

- Webcam
- Latency to start capture is important

Mode	Time (seconds)				
	1	2	3	4	5
A: Wakeup					
B: Wakeup Stabilization					
C: Camera Initialization					
D: Frame Grabber					
E: Object Recognition					
F: Shutdown					
G: Suspend					

Table 5: SensEye Tier 2 Latency and Energy usage breakup. The total latency is 4 seconds and total energy usage is 4.71 J.

† This is measured on an optimized Stargate node with no peripherals attached.



## Tier 3

- ▶ PTZ (Pan-Tilt-Zoom camera) linked to a mini-ITX embedded PC



# Comparison

- ▶ Multi-tier architecture is far more energy efficient with almost similar recognition ratios

Component	Total Wakeups	On Wakeup		Energy Usage (Joules)
		Object Found	No Object Found	
Stargate 1	311	32	279	1464.8
Stargate 2	310	42	268	1460.1

**Table 6: Number of wakeups and energy usage of a Single-tier system. Total energy usage of both Stargates when awake is 2924.9 J. Total missed detections are 5.**

Component	Total Wakeups	On Wakeup		Energy Usage (Joules)	Cyclops Expected Energy(J)
		Object Found	No Object Found		
Mote 1	304	15	289	50.7	8.96
Mote 2	304	23	281	50.7	8.96
Mote 3	304	27	277	50.7	8.96
Mote 4	304	10	294	50.7	8.96
Stargate 1	27	23	4	127.17	127.17
Stargate 2	29	25	4	136.59	136.59

**Table 7: Number of wakeups and energy usage of each *SensEye* component. Total energy usage when components are awake with CMUcam is 466.8 J and with Cyclops is 299.6 J. Total missed detections are 8.**





# Discussion

- ▶ The claim is not that they invented new recognition algorithms
  - On the other hand, we need recognition algorithms which may not be as accurate as the state of the art but can fit into small devices and run for long durations
  
- ▶ How good is this approach for ad-hoc surveillance
  - Calibration and localization requirements
    - What about latency based mis-recognition?
  - Are PTZ cameras wired or on battery?

